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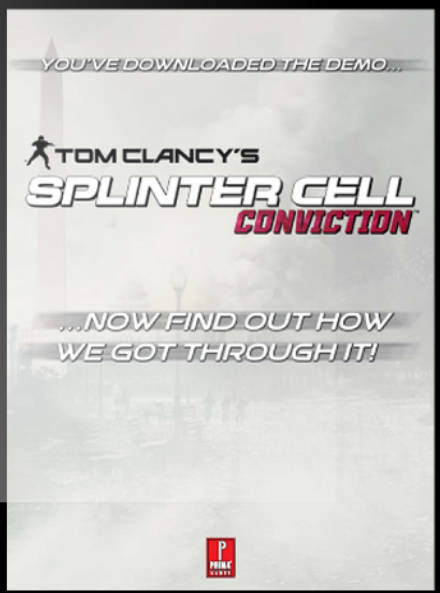

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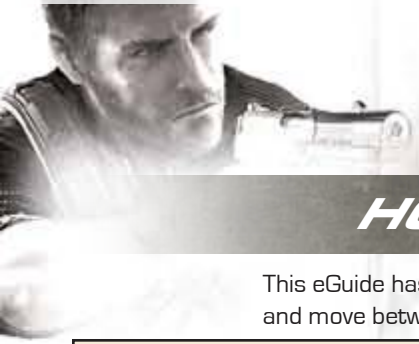

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HOW TO USE THIS EGUIDE

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

The main menu puts all of the eGuide sections for *Splinter Cell Conviction* at your fingertips. You can select the Menu button from any eGuide page to return to the main menu at any time.

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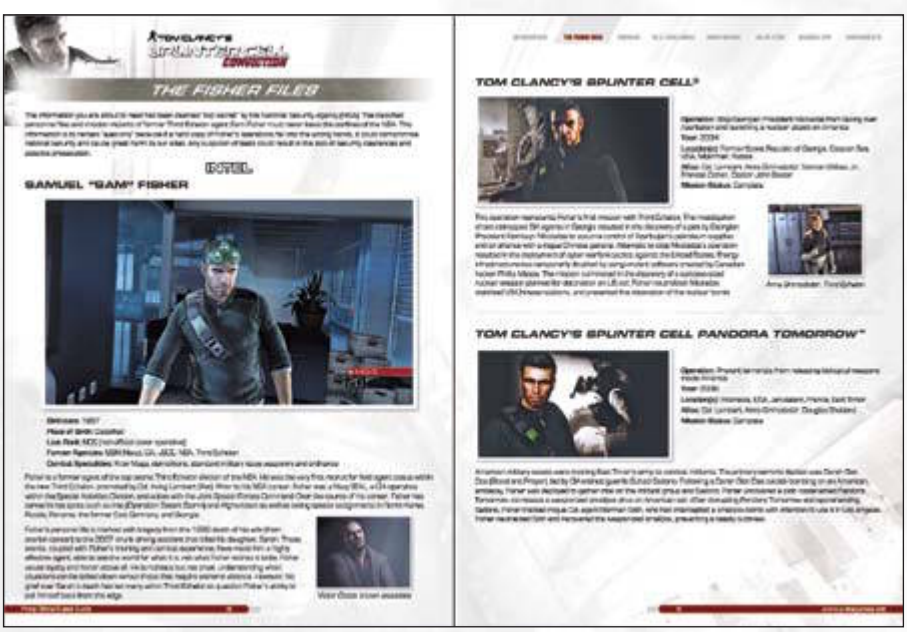
HOW TO USE THIS GUIDE

Sam Fisher wants revenge. Revenge against the organization—Third Echelon—that has taken too much from him. Revenge against the man who forced him to kill his best friend. Revenge against the wheelman who ran down his daughter. And with your help, Fisher will lay his vengeance upon all who have wronged him.

Use this guide to get the drop on every enemy, master all weapons and gadgets, and complete every single mission in both Fisher's main mission and the co-op campaign. With our full walkthroughs, you will survive every trial and come out not just alive, but laden with special points (earned through in-game challenges) that can be traded to upgrade guns and gear. You will be unstoppable. You will be as feared as Fisher himself.



The Fisher Files: *Just who is Sam Fisher? This dossier details Fisher's previous missions so you know what drives Fisher and what is at stake in his latest mission.*

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THE FISHER FILES

The information you are about to read has been deemed "top secret" by the National Security Agency (NSA). The classified personnel files and mission reports of former Third Echelon agent Sam Fisher must never leave the confines of the NSA. This information is to remain "eyes-only" because if a hard copy of Fisher's operations fell into the wrong hands, it could compromise national security and cause great harm to our allies. Any suspicion of leaks could result in the loss of security clearances and possible prosecution.

INTEL

SAMUEL "SAM" FISHER

Birthdate: 1957
Place of Birth: Classified
Last Rank: NOC (non-official cover operative)
Former Agencies: USN (Navy), CIA, JSOC, NSA, Third Echelon
Combat Specialities: Krav Maga, demolitions, standard military issue weaponry and ordnance

Fisher is a former agent of the top secret Third Echelon division of the NSA. He was the very first recruit for field agent status within the new Third Echelon, promoted by Col. Irving Lambert (Ret). Prior to his NSA career, Fisher was a Navy SEAL, a CIA operative within the Special Activities Division, and active with the Joint Special Forces Command. Over the course of his career, Fisher has served in hot spots such as Iraq (Operation Desert Storm) and Afghanistan as well as taking special assignments in North Korea, Russia, Panama, the former East Germany, and Georgia.

Fisher's personal life is marked with tragedy from the 1989 death of his wife (from ovarian cancer) to the 2007 drunk driving accident that killed his daughter, Sarah. These events, coupled with Fisher's training and combat experience, have made him a highly effective agent, able to see the world for what it is, not what Fisher wishes it to be. Fisher values loyalty and honor above all. He is ruthless but not cruel, understanding when situations can be talked down versus those that require extreme violence. However, his grief over Sarah's death has led many within Third Echelon to question Fisher's ability to pull himself back from the edge.

Victor Coste, known associate

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in the direction you will face when you advance. If you decide to move, press the prompted button to advance. You stay low and rush to the next cover spot and slam flush to it. When moving, you can be seen or shot, unless the screen is in black-and-white, which indicates that you are invisible.

You can also lean out of cover to fire on enemies, but this exposes you.

HAND-TO-HAND KILLS

In addition to shooting them, you can kill enemies with your bare hands. You must be close enough to an enemy to strike, though. When you are within range, the button prompt for a close kill appears onscreen. These kills are unstoppable. Once initiated, your target is helpless as you grab their gun and turn it on them or snap their neck with a quick twist of the skull. Hand-to-hand kills are silent, but if you perform one in plain sight, you are immediately detected by other enemies.

You can initiate hand-to-hand kills while facing an enemy, but the safest use of the attack is from the side or behind. The element of surprise makes submission much easier.

CAUTION

Be mindful of where you use a hand-to-hand kill. If you snap the neck of a mercenary while he's standing in a pool of light, you leave obvious evidence of your presence. Enemies will be on their toes and have an easier time spotting you.

If you hold the hand-to-hand kill button, you do not immediately kill your target. Instead, you pull him close and use him as a human shield. You have the enemy by his neck, so he does not make any noise. You can move around the shadows and still not be detected. The obvious benefit of a human shield is that it absorbs bullets while you engage the enemy. A human shield can absorb several bullets from pistols, but gets chewed up by machine guns and assault rifles. When a human shield is no longer useful, you automatically discard it.

CAUTION

You can use only your pistol while holding a human shield. You cannot use any gear either.

However, pulling an enemy into a human shield and then dragging him into the shadows lets you decide where exactly to drop the body. If you want to hide your presence, sneak up on an enemy and then grab him while nobody is looking. Retreat into the darkness and then press the same button to kill him and release the body. Unless an enemy moves into the shadows with a flashlight and discovers the body, you have effectively hidden the evidence.

TIP

If you are moving when you kill a human shield, you throw the body directly ahead of you. This is a good way to "toss" a body into the shadows when you are in a hurry.

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P.E.C. CHALLENGES

CHALLENGE AND REWARD

Persistent Elite Creation Challenges are in-game tasks that, when completed, pay out in points that you may use to upgrade your weapons and gear. Upgrades include frag grenades with an expanded blast radius and suppressors that reduce the visual and audio flashes of a weapon. You spend your earned points at the armory in either the single-player or co-op game or at the loadout selection screen when initiating a multiplayer game. (You can spend points on additional uniforms in multiplayer games, for example.) Your points are persistent with your profile, so whether you complete challenges in the main story or in the co-op story, all points go into a central bank.

There are three categories of P.E.C. Challenges: Prepare and Execute, Vanish, and Splinter Cell. Prepare and Execute and Vanish challenges have three tiers. Completing the number of actions required for each tier results in a point payout. The number of actions to fulfill a challenge increases with each tier. Once you have completed the third tier of a challenge, you can no longer earn points for those specific actions, but your successes are still logged.

Here is a complete list of all P.E.C. Challenges, including the number of actions required, the number of points awarded per level of each challenge, and a short description of the challenge. Following the table, you will find additional strategies for fulfilling each challenge.

P.E.C. CHALLENGES

CHALLENGE NAME	CHALLENGE DESCRIPTION	# REQ'D FOR LEVEL 1	LEVEL 1 VALUE	# REQ'D FOR LEVEL 2	LEVEL 2 VALUE	# REQ'D FOR LEVEL 3	LEVEL 3 VALUE
PREPARE AND EXECUTE							
Death from Above	Neutralize an enemy using Death from Above.	5	400	15	450	30	550
Grab from Ledge	Neutralize an enemy by pulling them from a ledge.	5	400	15	450	30	550
VANISH							
Vanish Silently	Once you are spotted, vanish without neutralizing any enemies.	5	400	10	450	15	550
Cat and Mouse	Perform a hand-to-hand takedown against an enemy who is investigating your last known position.	5	400	10	450	15	550

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REMOTE EXPLOSION

Like the 3x Frag grenade challenge, the Remote Explosion challenge is fulfilled when you kill at least three enemies with a single remote mine or sticky camera detonation. Place these devices in doors or near other chokepoints to notch your kills and earn this award.

STUNNED

You can stun enemies with flashbangs or EMP pulses. The reaction is plainly visible. They raise their hands to their faces to shield their eyes or ears and typically buckle at the knees while trying to recover. Dispatch the enemy while they are stunned to notch a kill toward this award. The kill can either be hand-to-hand, headshot, or execution.

BEHIND CLOSED DOORS

While peeking under a door with your snake cam or a mirror, mark a target for execution and then follow through. It doesn't matter if you kick the door down and execute, flank through a different entrance, and scurry up a pipe and deliver the kill shot. You just need to execute the marked target without ever unmarking him before making the kill.

SONAR MARK

This challenge is similar to Behind Closed Doors, but instead of marking and executing with the snake cam, you do so while peering through your sonar goggles. Marking targets behind two walls or just below you counts. You just need to keep the target marked and complete the execution without ever unmarking him. You are not required to stay in the sonar goggles view.

SHADOW TAKEDOWN

The Shadow Takedown shares the same DNA as the Stealth Headshot P.E.C. Challenge. You must eliminate a target with a hand-to-hand kill (either an immediate kill or drag the enemy away as a human shield) without ever being seen or heard. If an LKP is established, the challenge is not fulfilled. However, if other enemies locate the body from the kill later, it does not affect the fulfillment.

STICKY CAMERA WHISTLE

After placing the sticky cam on a surface and using the "make noise" interaction to draw an enemy in to investigate, kill them by detonating the camera, shooting them with a weapon, killing them hand-to-hand, or eliminating them with any other gear (frag grenade, mine, etc.).

NOTE

Killing multiple targets while they investigate the same sticky camera does not result in extra fulfillments. This award is given per sticky camera.

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P.E.C. CHALLENGE REWARDS

Don't hoard those points earned by completing P.E.C. Challenges. Use them to upgrade weapons and gear to help Fisher in the single-player game and the spies in Co-op Story and Deniable Ops. Spend the points on new uniforms for multiplayer (and great upgrades for those new duds) as well as three upgrades for every single weapon discovered while playing both single-player and Co-op Story. Use this table to track your purchases and determine what's next on your shopping list.

WEAPON UPGRADES

WEAPON	UPGRADE 1	UPGRADE 1 COST	UPGRADE 2	UPGRADE 2 COST	UPGRADE 3	UPGRADE 3 COST
FIVE-SEVEN (silenced)	Reflex sight	400	Laser sight	250	Match grade ammo	250
USP .45	Reflex sight	400	Laser sight	250	Hollow point ammo	250
[illegible]						

UNIFORMS

UNIFORM	COST
VR Vympel	750
[illegible]	

UNIFORM UPGRADES

UPGRADE	COST
Armor	200
[illegible]	

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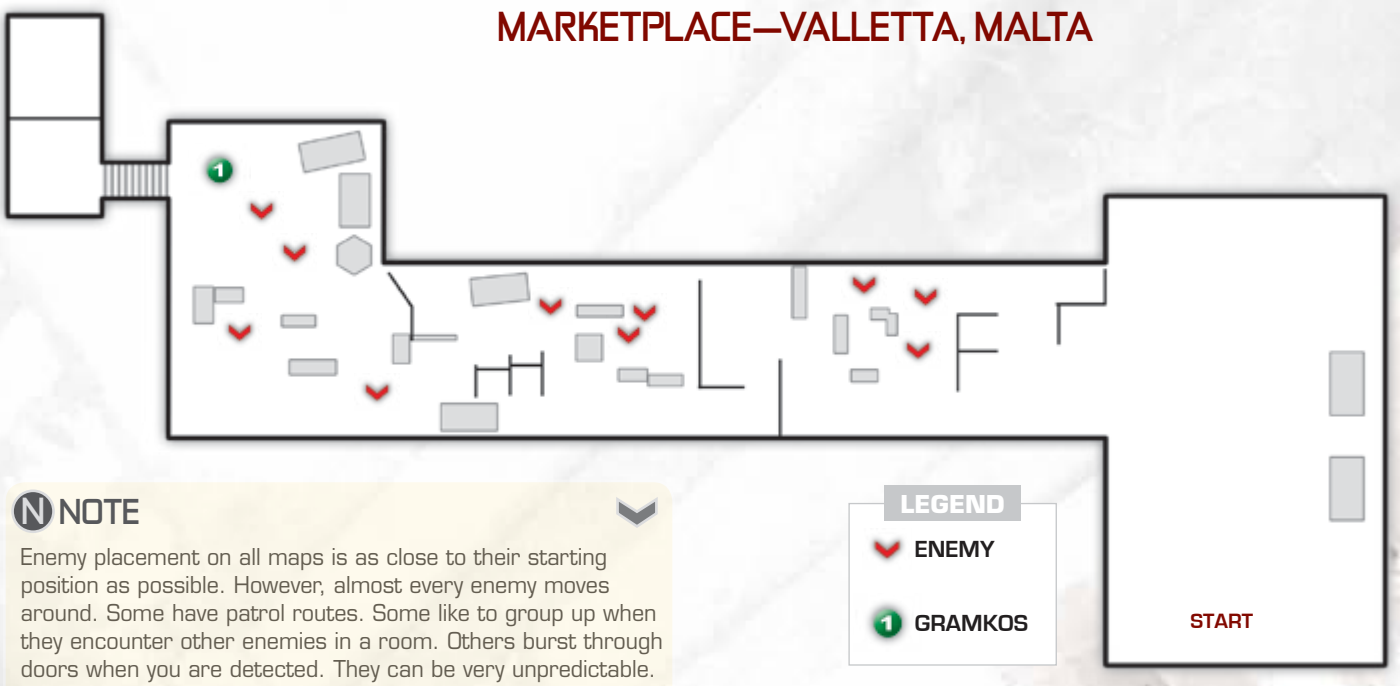
MISSION 01: MARKETPLACE

OVERVIEW

When Sam Fisher doesn't want to be found, you don't find him. Not unless your name is Anna "Grim" Grimsdottir, one of the smartest intelligence agents at Third Echelon. Using state-of-the-art eye-in-the-sky technology and a good ol' fashioned hunch, Grim tracked Fisher down in Valletta, the capital of Malta. Apparently, Fisher had picked up a whisper that somebody in the Mediterranean metropolis knew his daughter's death wasn't really an accident. It was an assassination designed to cause maximum damage to Fisher.

Grim has a waiter deliver a mobile phone and earpiece to Fisher as he observes the downtown Valletta scene from a sidewalk cafe. Fisher takes the earpiece and listens to the voice on the other end. He is not amused to hear Grim—he should be harder to find than this. But Grim tells Fisher that she's not the only person who knows his whereabouts. Armed men are en route to the cafe. Grim says she will guide him out of the cafe and through the nearby marketplace. They can talk more about why she found him later. For right now, Fisher just needs to get out of that chair and start moving before a bloodbath occurs in a civilian area.

MARKETPLACE—VALLETTA, MALTA



NOTE

Enemy placement on all maps is as close to their starting position as possible. However, almost every enemy moves around. Some have patrol routes. Some like to group up when they encounter other enemies in a room. Others burst through doors when you are detected. They can be very unpredictable. But so can you, and that's how you'll win the day.

This mission acts as an in-game tutorial, teaching you the ropes of being an agent of Third Echelon. By the end of the mission, you will have all of the basics down. However, if you read our Training chapter, you'll have advance intel on how to do a lot more right out of the gate, such as shadow kills, flashbang escapes, and the always-fun "death from above."

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STRATEGY

Do not hesitate to follow Grim's directions. She will be your inner ear guide for this mission, assisting you with outmaneuvering the thugs swarming on your current position. This is a short mission, but there are plenty of opportunities to end up in the morgue. If you keep your trigger finger frosty and stick to the shadows, you'll soon have vital information about your daughter's "accidental" death.

STREET BAZAAR

Push through the crowd of panicked civilians rushing out of the booths in the alley behind the cafe. You must enter the alley and take out the armed men who spooked the crowd. Of course, walking up to them with a gun outstretched is not an option—nor is it the Third Echelon way. Grim tells you how to advance from cover to cover up the alley, quickly darting from one position to the next. Taking cover is critical for survival. You are not bulletproof. Advance along the cover opportunities until you see the first two armed thugs.

Grim does you a favor by hacking into the city's power grid and causing a surge. Transformers blow, sending a curtain of sparks into the alley. You now have the benefit of darkness, which is as lethal as the gun in your hand. However, the sudden flash of sparks sends your mind careening into a memory of Sarah's childhood.

You remember one night, when Sarah was just a little girl, she called out to you from her room. Sarah was afraid of the dark. You entered her room, turned on the lights, and calmed her down by explaining that the dark isn't as scary as she thought. After all, in the dark, you can see things moving around the shadows that you cannot when standing in the light. You also told Sarah about how the dark can give you an advantage over whatever is scaring you. For example, if a monster were standing under Sarah's mobile, you could sneakily drop it on the monster's head. Sarah was so pleased with your assurances. But then the sound of breaking glass in another room of the house shattered the spell. Sarah was about to learn that monsters were real.

You flash back to the alley in Valletta. Memories of Sarah will have to wait. The armed men are initially surprised by the sudden darkness. But that's your element. You can see the thugs but they do not see you while you are still hiding behind cover. Lean out from the cover and take aim at the men. Go for clean-kill headshots. A single bullet to the brain will take these guys down. But as you shoot, stay hidden. A third gun joins the pair just as they crumple to the ground. Give him the hard goodbye of a bullet, too.

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Putting a bullet into those thugs flashes you back to that old memory of Sarah.

After telling her to stay in her room, you went to investigate the noise. Burglars had entered the house. They were disappointed with the potential haul, but one luridly said that perhaps they could still get a good score...when your wife came home. Before you could attack, a third burglar jumped out of the shadows and lunged for you. He had no idea what hit him. You ripped the pistol out of his hand and carved his head like a canoe.

Instincts took over. The whole room slowed as you scoped out the remaining burglars and marked them for death. Once you drew your sights across them, it was time for the execution. They deserved nothing less. Just like the guy who tried to jump you, neither of these lowlifes saw you coming. Pop. Pop. One bullet apiece.

But that was also the night Sarah found out exactly what daddy was capable of when pushed. You tried to avert her eyes from the dead men, but it was too late. She knew. And there was no taking that back.

Enough of that memory. You need to put it away for now. Grim can see more thugs filling the alley ahead of you. The gang leader is with them. You can ask him why he and his men are hunting you as soon as you slice through the gang, one bullet at a time. The alley is still in shadows, so you have the advantage. Try to keep it that way as long as you can. Remember that you always have the upper hand in the dark.

TIP

There's no better time to practice moving from cover to cover. Even if no thugs are in the alley with you right now, you can still dart from booth to booth to get a better handle on how cover works.

The next thug you encounter has his back to you. You can shoot him, but it's much better to sneak up behind him and drop him with a hand-to-hand kill. Next, mark at least two of the next batch of thugs for execution.

P.E.C. CHALLENGE

Sneaking up on this gang member and snapping his neck gives you your first Shadow Takedown. Start earning these right away so you can upgrade weapons and gear ASAP.

TIP

Always take a hand-to-hand kill opportunity when it is presented. Having a "banked" execution can often save you in tricky situations when you find yourself terribly outnumbered. With the ability to take down at least two enemies per execution, you can "thin the herd" before moving closer to danger spots on the map.

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MARKING FOR DEATH

A little farther up the alley, you discover two more thugs. You must again use your Mark and Execute ability to take them both out. Follow the on-screen prompts.

P.E.C. CHALLENGE

Can you mark for execution right now? If you mark and kill your targets five times without any complications, you score your first Mark Proficiency. You fulfill this P.E.C. Challenge every time you mark all available execution targets and then take them out with a single series of shots.

As you slink up through the stalls, Grim tells you the gang leader's name is Gramkos. He is surrounded by his men in the intersection ahead. Inch up to the table next to the intersection. One of the thugs will break from the pack to check the alley. Let him come to you. When you get the cue that he is within range (the button assigned to hand-to-hand kills pops up), strike.

Take the thug's weapon, but instead of killing him right away, draw him close to use as a human shield. Now you can execute two of the thugs and not worry about incoming fire for a few seconds.

CAUTION

Do not get too greedy with human shields. A human torso can only withstand a few basic pistol shots before it is ripped meat that bullets pass through. A human shield withstands even less abuse from an automatic weapon, like an AK-47.

Execute the two closest gang members. While holding your shield, advance into the intersection and drop the rest of the crew. Headshots make for the quickest kills.

Gramkos breaks from the shootout and ducks into the Sema Bar. As the tip painted on the side of the building says, "Follow him."

Inside the bar, Gramkos locks himself in the men's room. Approach the door. It's locked. Smash through the door to send Gramkos reeling backward. He's dazed but not out. He raises his gun, but he's too slow. You snatch his pistol and eject the clip, tossing it aside. No guns. This needs to be messy. It's time to interrogate Gramkos and find out why he and his thugs were trying to kill you.

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GRAMKOS'S INTERROGATION

Gramkos's interrogation starts out exactly as you might expect. Even though your hand is wrapped around his neck, Gramkos refuses to cooperate. Drag Gramkos around the bathroom between each question. You can mash his head into a urinal or a sink, and even toss him through the door to one of the stalls, freaking out a bar patron inside. Each time you rough Gramkos up, his lips loosen. He was sent by Andriy Kobin to kill you. Who's Kobin? Besides being a gangster, gunrunner, and smuggler, Kobin was also behind the wheel of the car that killed Sarah.

NOTE

Each time you play the game, experiment with interrogations. Pressing your quarry against different objects—or just holding them in the middle of a room—causes different actions with each new round of questioning.

P.E.C. CHALLENGE

Slam Gramko into three different objects during the interrogation to complete the Effective Interrogation challenge and earn 500 points!

KNOWN INTEL

Eluding police and the NSA after foiling the red mercury plot, Fisher dropped completely off the grid. How did Grim find Fisher all the way in Malta—and why now? Surely it is for a reason other than just missing his gruff mug around the office. Fisher also now has a lead on who killed his daughter: Andriy Kobin. However, there has to be a heavier client behind Kobin. Smugglers don't randomly take out the family members of Third Echelon agents. Fisher needs to go to Kobin's converted museum and question him to find the next person up the ladder. After all, there is always a bigger fish.

One last memory jog for Gramkos gives you a lead on Kobin. He's holed up at the old museum in Valletta, on King George Street. It's his joint now. You crush Gramkos's windpipe. His body crumples to the sticky floor. If you want any more answers, you must go to the museum and beat them out of Kobin. Maybe he'll give them up easier than Gramkos. Hopefully, though, he won't.

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SECTOR 1 STRATEGY

When you approach the banya, you must take down the drunk pounding on the outer gate in order to score an execution. As you enter the grounds, use a co-op execution as a test so both of you are comfortable with the timing of sharing marked targets and taking them down. After sweeping through the courtyard, enter the banya.

Split up. One of you enters through the ground level door while the other shimmies up the pipe and enters through the window. Work together to clear targets and converge in the room visible through the window.

TIP

Communicate! Talk over strategies and routes with your co-op partner. Splitting up lets you cover more ground. However, there are definitely going to be situations where you can use double the firepower on the same enemies.

Once inside the banya, cross the empty circular lobby and move up to the second floor. A room on the far side of the balcony is bathed in blue light. Enter this room and use your EMPs together to fry the lights in the banya. Make sure the thug guarding the EMP spot is dead and then pump your EMPs together. This extinguishes all of the lights.

Now, backtrack to the circular foyer. Enemies are crowding the foyer, looking for who killed the lights. Drop the chandelier on their heads by shooting the chain that holds it up. Hang over the edge of the balcony and shoot the thugs as they mill below and when the coast is clear, move on to the first weapons stash, which is your checkpoint.

TIP

Lob frags down on the thugs in the foyer. And even though the lights are out, EMP grenades or the generator pulses are still effective at stunning hostiles, giving you breathing room to either escape or close in for a hand-to-hand kill.

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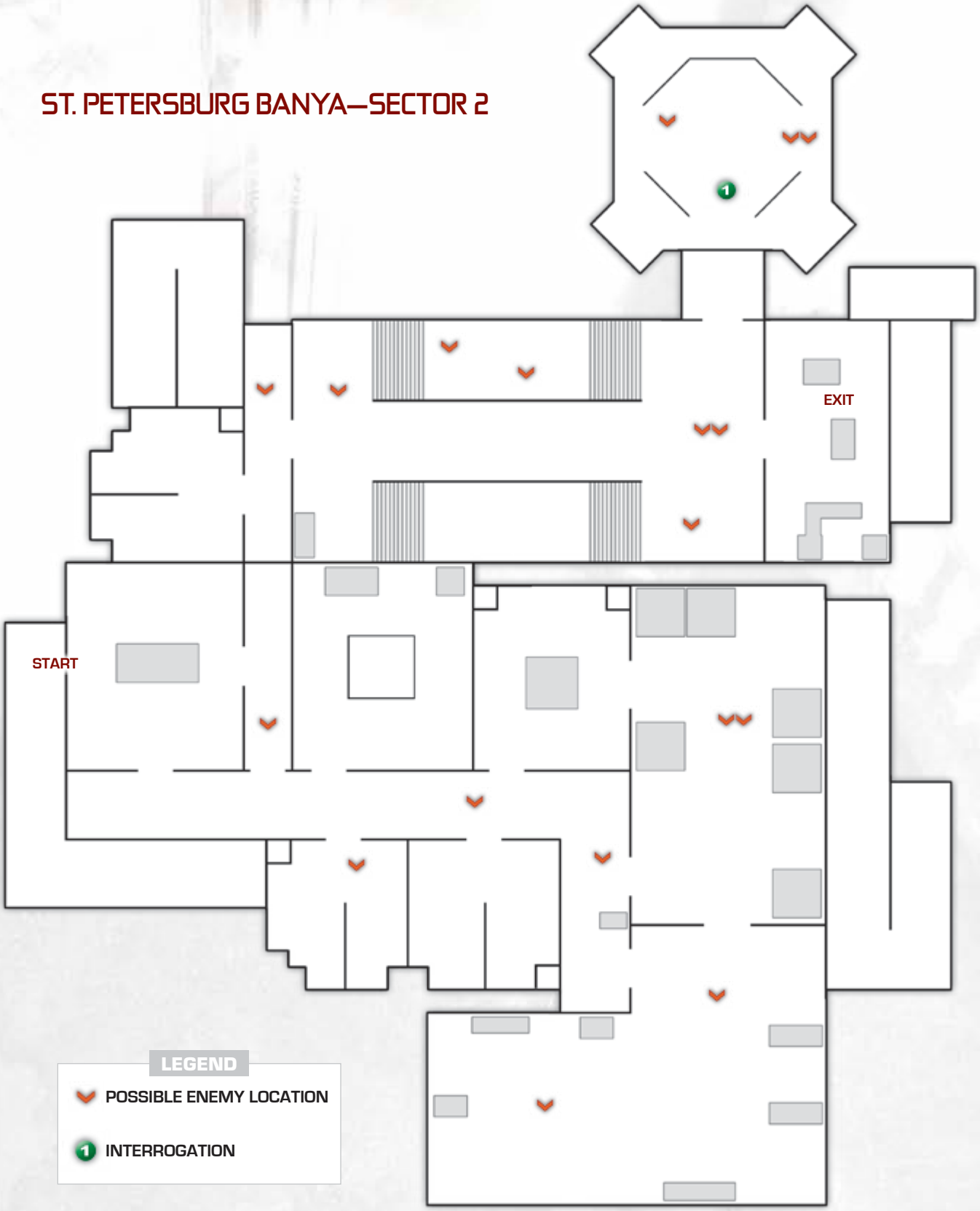
ST. PETERSBURG BANYA—SECTOR 2



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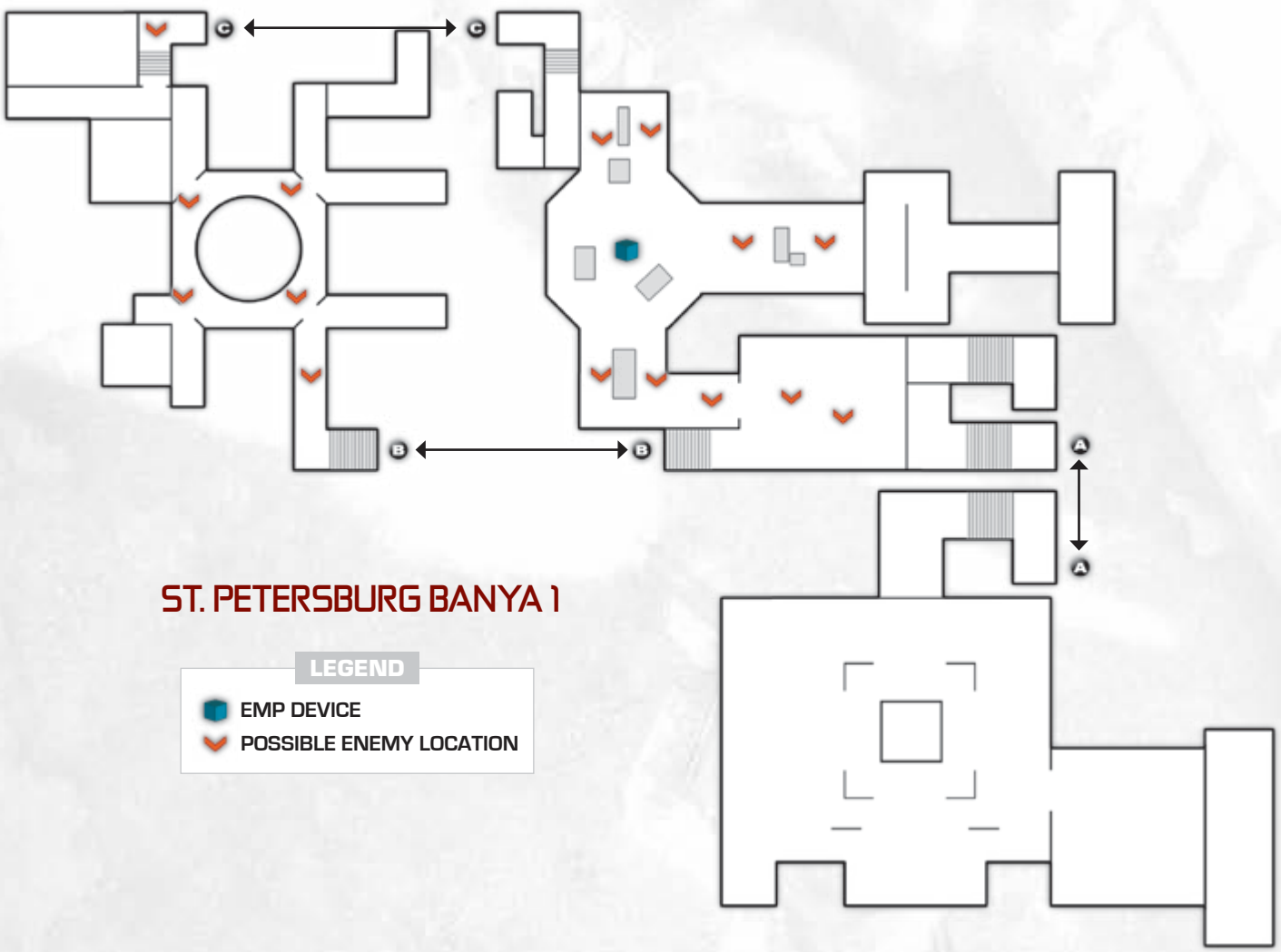
LAST STAND

Hostile forces are converging on fragile EMP technology. You are the last line of defense. You must repel multiple waves of enemy thugs and soldiers so they cannot destroy the EMP generator at the center of the map. Each shot chisels away a little of the generator's armor plating. However, the generator is equipped with a self-repair mechanism that undoes the damage done to it up to the last threshold passed (100%, 50%, 25%) between waves of attack.

Each wave of enemies is more aggressive than the last. At first, you must repel only basic criminal lowlifes and thugs. Soon, though, you must deal with guards and soldiers who have weapons training. And as the training and aggression of the soldiers increase, so does the quality of their weapons. Thugs with pistols don't do too much damage to the generator. But an elite agent with an assault rifle and deadly aim? You better figure out exactly who is targeting the generator and bring them down ASAP.

ST. PETERSBURG BANYA 1

The EMP generator is in the middle of a grand foyer, surrounded by alcoves. A balcony circles above it. Enemies approach from all four halls that stretch away from the EMP on the bottom floor as well as the rooms that line the upstairs balcony. With so many angles to cover, you better stay central and use your sonar goggles to keep track of incoming thugs and agents. Stray too far from the generator and you will lose it.



ST. PETERSBURG BANYA 1

LEGEND

EMP DEVICE

POSSIBLE ENEMY LOCATION

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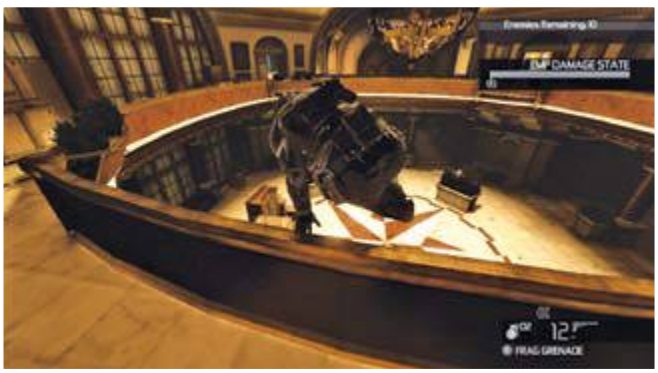
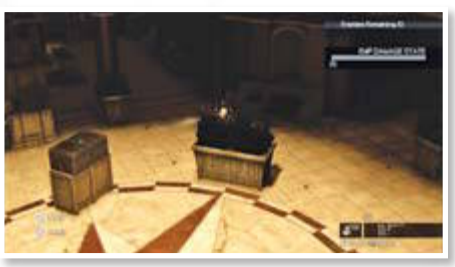
STRATEGY



Though there are many shadows to use in this map, the best place to watch for incoming foes is the balcony overlooking the generator. From up here, you can fire on the chandelier that crashes down on enemies in the middle of the foyer, and use your sonar goggles to get a good look at every direction. One of the best places to hide is hanging off the balcony interior. You get clean shots at incoming foes and can slide left and right to change your view if you need to move to target your prey.

The balcony view is great for shooting enemies attempting to use the planters as cover. You can also spy the incoming enemies from the four hallways and cut them down with gadgets such as frag grenades. Prevent them from even reaching the center of the foyer!



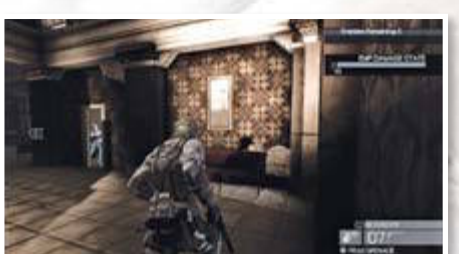
TIP

Frags are always a great weapon to have in game modes that do not rely on stealth, such as Last Stand.

Hear gunshots but don't see the shooter? Activate the sonar goggles and look around to spot the next target.

Dropping the chandelier not only crushes enemies below, but also cuts the amount of light in the foyer, increasing your shadow opportunities.

Many enemies approach not just from the ground level, but also the second floor. Track enemies coming up from the stairs at the end of the four hallways on the ground floor. If multiple hostiles appear on the second floor, hang from a ledge and watch them circle the generator. When you have your shot, take it. This can reveal your LKP, so be prepared to either drop down and escape detection or slide away to avoid a flashlight beam. Some enemies come to the edge of the balcony and look down. Grab them and pull them to their deaths or jump up and take them down with an execution. If you see an enemy on the ground floor below, fling the body off the second story either to smash the foe below or at least cause a distraction and disrupt their firing.



Do not ignore the rooms around the center of the foyer. Stairs at the end of each hallway lead to the second floor, and as you progress in the match, the smarter hostiles will use these rooms to flank you or draw you away from the generator. Watch for groupings in the room. Don't stick your neck out for solo enemies. They will come to you (or the generator). But if you have a group in a room, roll a frag in there or stun them with a flashbang. As they recoil from the grenade, you can either shoot them up or systematically execute until they recover.

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ACHIEVEMENTS

ACHIEVEMENT LIST

Playing *Splinter Cell: Conviction* on an Xbox 360? Then there are a potential 1,000 Gamerscore points out there with your name on them. We have the complete list of *Conviction* achievements and their point values. Use this table and our tips and tricks to score all 1,000 points and prove to the world you are not to be trifled with when it comes to strapping on sonar goggles and hunting mercenaries from the shadows.

ACHIEVEMENTS – FISHER

ACHIEVEMENT	DESCRIPTION	GAMERSCORE POINTS
*Merchant's Street Market	Complete "Merchant's Street Market" on any difficulty	20
*Kobin's Mansion	Complete "Kobin's Mansion" on any difficulty	20
[illegible]	[illegible]	[illegible]
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[illegible]	[illegible]	[illegible]

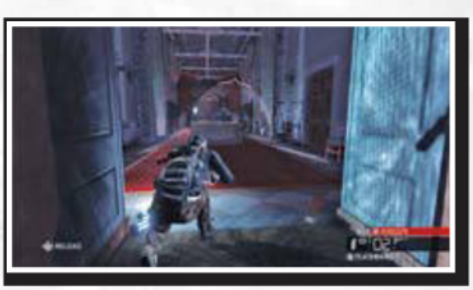
**Designates a secret achievement*

FISHER'S MISSIONS

The most straightforward achievements are awarded for completing all 11 of the chapters in Fisher's mission, which stretches from Malta to Washington DC. There is an achievement for finishing each mission, plus a larger Realistic Difficulty Achievement if you finish all 11 chapters on Realistic difficulty, which is the hardest setting.

Realistic difficulty is pretty brutal. Your enemies are much more aggressive than on Normal difficulty (and even then, they are pretty crafty). If you hope to make it through the game on Realistic, you must use every stealth trick in the book to avoid getting blasted by these trigger-happy guards and mercs.

But sticking to the shadows isn't enough to survive. You must make the most out of the Mark and Execute tactic, which lets you get the drop on enemies with minimal resistance. So, while playing, seek out hand-to-hand kill opportunities whenever possible. Try to always have an execution "banked" so that you can quickly mark and execute if you ever sense the odds wavering away from your favor.



On Realistic difficulty, enemies are much faster about relaying information, such as your Last Known Position.

TIP

Rely on headshots more than ever to swiftly take down enemies on Realistic difficulty.

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Prima Games
An Imprint of Random House, Inc.
3000 Lava Ridge Court, Suite 100
Roseville, CA 95661

www.primagames.com

TOM CLANCY'S SPLINTER CELL CONVICTION™

PRIMA Official Game Guide

Written by Catherine Browne

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Product Manager: Todd Manning
Associate Product Managers: Sean Scheuble & John Browning
Copyeditor: Asha Johnson
Design & Layout: In Color Design
Map Design: Marc Riegel
Manufacturing: Stephanie Sanchez
eProduction: Suzanne Goodwin

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CATHERINE BROWNE

Catherine grew up in a small town, loving the proverbial "great outdoors." While she still enjoys hiking, camping, and just getting out under the big sky, Catherine also appreciates the fine art of blasting the Covenant in *Halo* as well as arranging a perfect little village in *Animal Crossing*. (Seriously, you cannot just plant apple trees all willy-nilly. Neat rows, people!)

We want to hear from you! E-mail comments and feedback to cbrowne@primagames.com

ISBN: 978-0-7615-5765-4

YOU'VE DOWNLOADED THE DEMO...

Back to BONUS Page

TOM CLANCY'S

SPLINTER CELL CONVICTION™

...NOW FIND OUT HOW WE GOT THROUGH IT!

PRIMA GAMES

MARKETPLACE

GRAMKOS'S INTERROGATION

Gramkos's interrogation starts out exactly as you might expect. Even though your hand is wrapped around his neck, Gramkos refuses to cooperate. Drag Gramkos around the bathroom between each question. You can mash his head into a urinal or a sink, and even toss him through the door to one of the stalls, freaking out a bar patron inside. Each time you rough Gramkos up, his lips loosen. He was sent by Andriy Kobin to kill you. Who's Kobin? Besides being a gangster, gunrunner, and smuggler, Kobin was also behind the wheel of the car that killed Sarah.

NOTE

Each time you play the game, experiment with interrogations. Pressing your quarry against different objects—or just holding them in the middle of a room—causes different actions with each new round of questioning.

P.E.C. CHALLENGE

P.E.C. Challenges are skill-based actions that result in point awards which you can use to upgrade Fisher's gear in the single-player campaign, or your agent's gear in multiplayer/Deniable Ops. In the full version of the game, this interrogation presents an opportunity to complete the Effective Interrogation challenge, which is when you slam a target in three different objects during a round of rough questioning. Our full guide is full of P.E.C. Challenge tips and tricks so you can upgrade Fisher's loadout as soon as possible.

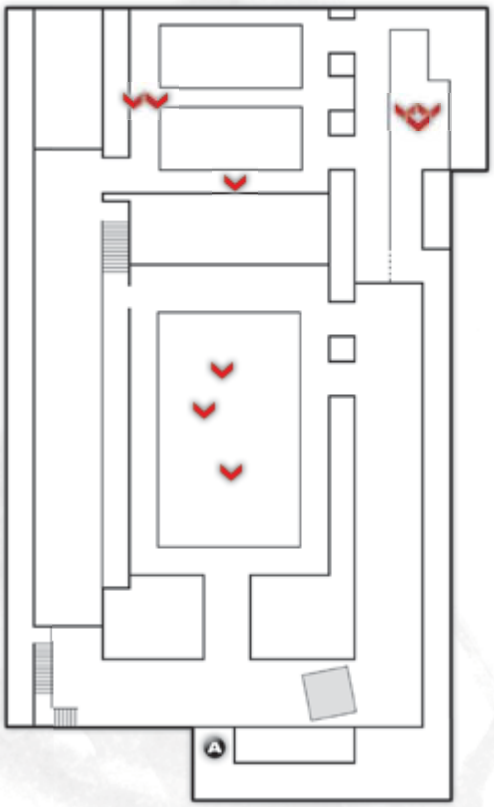
One last memory jog for Gramkos gives you a lead on Kobin. He's holed up at the old museum in Valletta, on King George Street. It's his joint now. You crush Gramkos's windpipe. His body crumples to the sticky floor. If you want any more answers, you must go to the museum and beat them out of Kobin. Maybe he'll give them up easier than Gramkos. Hopefully, though, he won't.

Third Echelon Director Tom Reed is not happy that Sam Fisher is back in his life and threatening his plans. While we cannot tell you exactly what Reed has up his sleeve right now, rest assured it is something so nefarious that it requires an agent like Sam Fisher to stop him. After peeking in on Reed's machinations, the demo fast-forwards to a reservoir on the outskirts of Washington D.C. Here, the demo takes you through some of the basics of Fisher's impressive skill set, such as the ability to neutralize enemies with hand-to-hand kills and Mark and Execute.

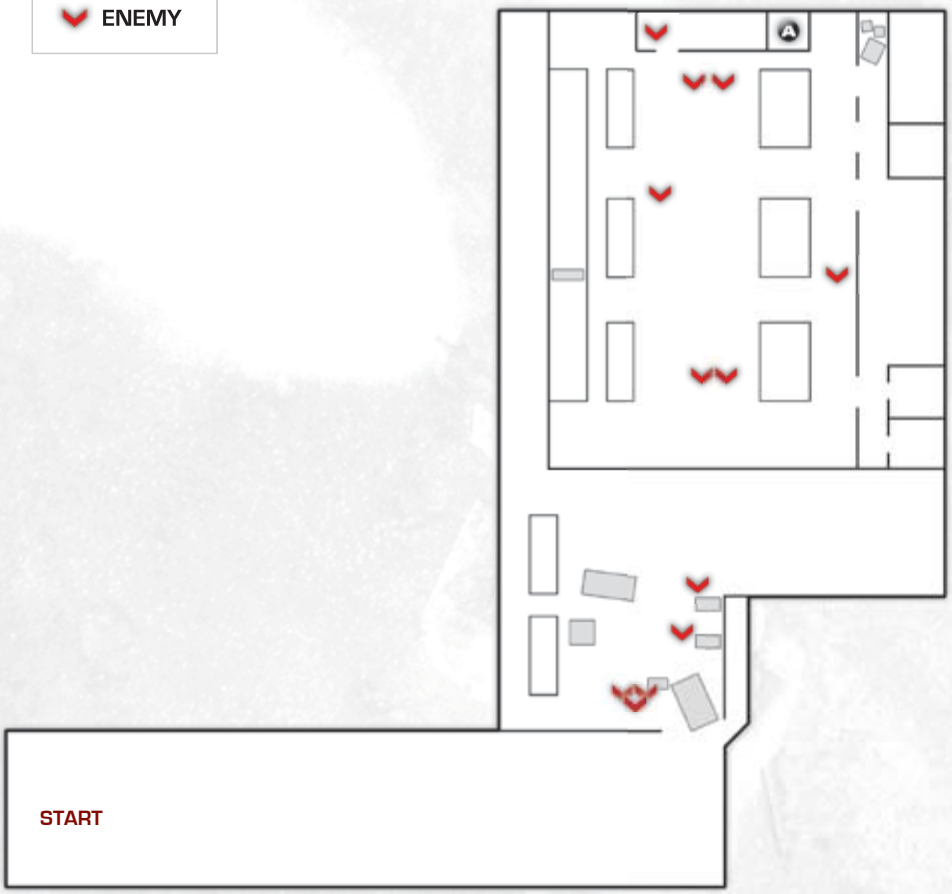
MICHIGAN AVE. RESERVOIR

OVERVIEW

After Gramkos' interrogation, the demo spirits you to the Michigan Ave. Reservoir just outside the nation's capital. Fisher must infiltrate this warehouse to neutralize an EMP weapon that is intended to be used against the homeland and save one of the scientists that helped develop it. It's not going to be an easy task, as there are dozens of private military contractors (PMC) between Fisher and the scientist.



MICHIGAN AVE. RESERVOIR (A)



MICHIGAN AVE. RESERVOIR

STRATEGY

INFILTRATE WAREHOUSE AND DISABLE EMP WEAPON

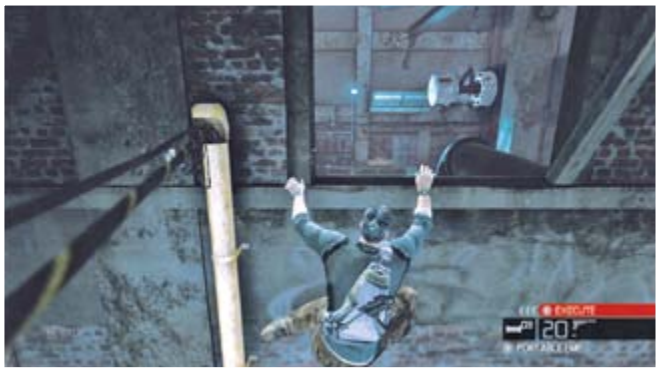
Because this is a demo, you receive on-screen tutorial information as you approach your first potential firefight with the PMC agents outside the warehouse. You must first use cover to advance on the agents. Follow the on-screen directions to slink up to the concrete blocks along the side of the road, keeping out of sight. Fisher's greatest weapon is the element of surprise, so keep low and move with speed and stealth.

When you arrive at this block, you are close enough to strike with a hand-to-hand kill. Press the B button to surprise the PMC thug and kill him. If you hold the B button, you can pull him into human shield position and hold him while targeting his comrades.

Using hand-to-hand kills grants you Mark and Execute moves. You only get one Mark and Execute per hand-to-hand kill and you cannot bank these. To use your Mark and Execute, look at the two PMC agents and press the R bumper while the target cursor is over each of them. This places a chevron over their heads, which means Fisher has a "lock" on them. Now, when these chevrons are red, pressing Y performs the execution. Fisher unloads with such speed that the marked agents cannot react. These are instant kills. If the chevrons are gray at any point, that means the target it too far out of range for Fisher to shoot. However, marking targets is also just a good way to keep track of enemies as you gather intel on a particular location or scene.

Now that you have eliminated the guards on the street, you need to repeat this process to close in on the warehouse itself. Sneak up and pull the next agent into a hand-to-hand kill so you can Mark and Execute the two PMC thugs in the yard just beyond the chain-link fence. You can engage them directly, but Fisher is not invincible. A few direct shots will bring him down. Using Mark and Execute is the best way for Fisher to flex his talents and retain a strong advantage over his enemies.

WAREHOUSE



There are two ways into the warehouse behind you: a door to the right and a window on the left. There is no immediate resistance at either entrance, but the window will allow you to take the entire room by stealth.

Jump through the window and shimmy up the nearby pipe. From the pipe, you can survey the room. Multiple mercs patrol the floor. Watch for three to coalesce to the right. You should have an execution ready from the interrogation with the officer. Mark the three mercs for execution...

...or look above them. There is an EMP device hanging over them. Shoot the chain holding up the EMP to drop it on the mercs. This puts the entire room in a panic, but it is unlikely that any of them will look up at the pipes to see if there a super spy crawling around the ceiling.

Mark the other mercs on the far side of the room so when they run to check out the fallen EMP, they run right into range for an execution.

If there are survivors in the room following the EMP drop, hit one with a Death from Above and then immediately seek cover near one of the plated railings or crates and hunt them one-by-one. The chemical lights flood the walkways with light, but you can still hide in the shadows created by walls and cover.

TIP

There are underground pits with tunnels under this warehouse. Feel free to use them to vanish and sneak up on your opponents.

If you choose to take the warehouse by force, use the door on the exterior of the building to enter a small room. Then, creep up to the openings that look inside the chamber with the hanging EMP. Mark targets for execution or fall back and devise a strategy for bringing them to you.

MICHIGAN AVE. RESERVOIR

There is a light inside the small room. It is not chemical. Shoot it out to get attention from a single merc. He enters the room to investigate. Take him hostage as a human shield if you want to move into the warehouse and start shooting. Otherwise, dump him in a dark corner so he is not seen by the other mercs.

Going hard on the warehouse? Execute to thin the herd and give away your position. The other mercs will seek out your position.

Use your LKP as a lure to get the mercs to concentrate on one of the openings in the small room. When you see their flashlight beams approach one of the openings, circle around to shoot them from behind as they investigate the LKP.

Once the warehouse is clear, enter the back room beneath the chemical light. There are frags and flashbangs on the crate in the back office. After collecting the weapons, jump up to the pipe along the ceiling and shimmy over the wall to the right. The pipe extends down a vertical shaft. The scientist is in the sewer tunnels beneath the warehouse. Drop down to find her.

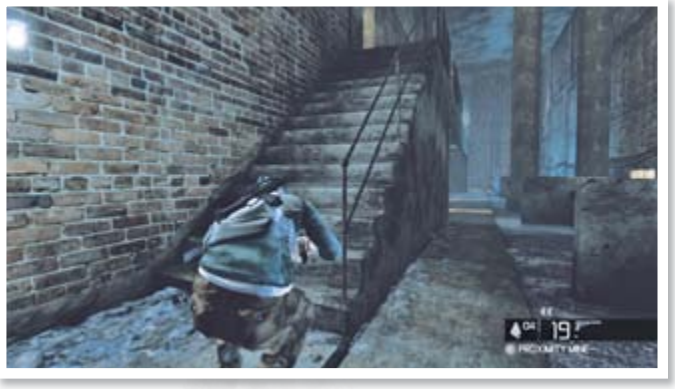
SCIENTIST

At the bottom of the pipe, drop down to the tunnels and then follow the long corridor until you hear chatter. Peek through the space between some of the water pipes to see the Black Arrow thugs harassing the kidnapped scientist. You cannot shoot them from here. That would put the scientist at risk. But her time is limited. You must rush to her rescue before the Black Arrow thugs kill her.

There are mercs dead ahead. Sneak up to the corner looking into the clearing where the trio is discussing their next move. If you have an execution, mark and kill. If not, set a trap to kill all three within seconds. Drop a remote mine in the narrow opening between you and the mercs. Then, lean out and shoot one. The mercs spot your LKP and start to move on you. Run to the nearby pipe and climb it. When the mercs step too close to the remote mine, blow it up. Hopefully, both were flattened, but if not, use the pipe as a vantage point to take out the third merc.

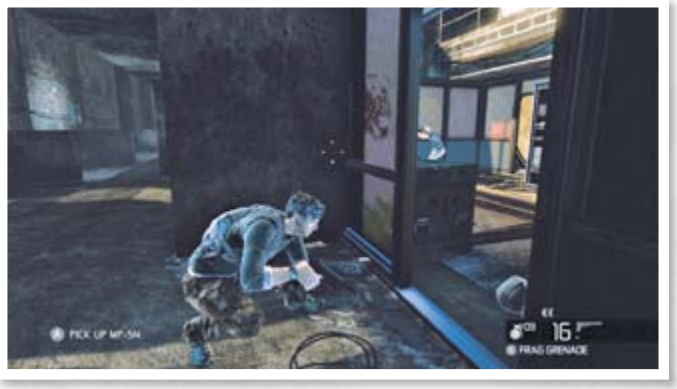
Explosions attract attention. Stay on the pipe. Reinforcements are on the way. From the pipe, you can cut down any additional mercs that inspect the carnage.

Use the pipe extending across the ceiling to slide over the next room. Additional mercs are looking for you. Mark them for execution and then drop down for a Death from Above on the closest merc. Now you have the execution needed to finish off the other mercs before they turn their machine guns on you.



When you round the corner and close in on the scientist, the clock starts ticking. You have just one minute to kill the mercs around the scientist and save her from execution. There are stairs for dropping in on the mercs or you can slink along the ground floor and attack from the doors.

The stairs provide the best killing angle on the mercs holding the scientist. While they look for you on the ground floor, you can target at least two of them from above before they get wise to your position.



Get spotted at one of the doors on the ground floor. While the merc looks at your LKP, use another door to flank.

fter eliminating all of the enemies in rooms beneath the warehouse, you must rescue the scientist. Follow the pipe at the end of the room to locate the missing scientist, held at gunpoint by one of the PMC's top men. He taunts Fisher while holding the scientist at gunpoint. But Fisher teaches him that nothing says goodbye like a bullet.

The *Tom Clancy's Splinter Cell Conviction* Official Game Guide, eGuide, or Strategy Website will help you get the drop on every enemy, master all weapons and gadgets, and complete every single mission in both Fisher's main mission and the co-op campaign. With our full walk-throughs, you will survive every trial and come out not just alive, but laden with special points that can be traded to upgrade guns and gear. You will be unstoppable. You will be as feared as Fisher himself.

CLICK HERE TO LEARN MORE ABOUT THE EGUIDE

For more information about the *Tom Clancy's Splinter Cell Conviction* Official Strategy Website*, visit **www.splintercellwalkthoughs.com**

*website does not go live until the game release date

PRIMA GAMES

SHOTGUNS

SPAS-12 SUPPRESSOR SHOTGUN

TOM CLANCY'S SPLINTER CELL CONVICTION

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Special BONUS item! - (PC only)
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